



Marko Sreckovic

Software developer

Very passionate about programming, loves to learn new stuff and meet new people. Most interested for gaming and making useful interactive applications.

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EDUCATION

Computer Science

Faculty of Computing (Racunarski fakultet)

10/2016 - 09/2021

Belgrade, Serbia

Natural sciences department

Grammar school

09/2012 - 07/2016

Pozarevac, Serbia

WORK EXPERIENCE

Graphics programmer

The Multiplayer Guys

09/2021 - Present

Remote

Achievements/Tasks

- Working on visual aspect, tools for the existing graphical features and optimizations.

Render programmer

Ubisoft

04/2021 - 09/2021

Belgrade, Serbia

Achievements/Tasks

- Working on Skull & Bones title. Can't tell any details because game is still in progress.

Junior C++ Programmer

Ubisoft

10/2019 - 04/2021

Belgrade, Serbia

Achievements/Tasks

- First 6 months worked on a gameplay for the game "Ghost Recon: Breakpoint". Worked in a team that was responsible for PVP aspect of the game.
- Worked on the rendering side of "Assasins Creed: Unity" the goal was porting it to Google Stadia platform which includes porting graphics from DirectX 11 to Vulkan and optimization for given platform.

SKILLS

C++

Java

Python

OpenGL

Vulkan

DirectX 11

DirectX 12

Unity

Godot

Unreal

PERSONAL PROJECTS

Graphics Playground

- Rendering library designed for fast and efficient prototyping of the graphics algorithms and game engines.
- Main Idea - "Usability over performance".
- Library is optimized as much as possible in the boundaries of the usability.

2D Light simulator

- Mini 2D game engine that has focus on light simulation. Can produce very beautiful and unique 2D scenery.
- Optimized to work 60FPS even on PC with low hardware specifications.
- Simulation includes: Light occlusion, normal mapping, subsurface scattering etc.

Raf student app

- Android app developed with latest technologies at the time. It is
- A social network for students of RAF where students can chat one to one or in one public group.
- Provides up to date university schedule for classes that student is taking.

LANGUAGES

Serbian

Native or Bilingual Proficiency

English

Full Professional Proficiency

Italian

Elementary Proficiency

INTERESTS

Gaming

Piano

Chess

Digital art

Speedcubing